i.Shine 3148 RGBW
Color Stainer XP

USER MANUAL

Thank you very much for choosing our product. For safety purpose, please read this manual carefully before your operation. This manual included installation and using information. Please install and operate it according to this manual.

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Part 1 Product

1.1 Product introduction

This product is designed for outdoor use. Suitable applications include wash or effect lighting for architectural, stage or nightclub applications. This product can also be installed for use in signage and advertising using the dynamic functions available with DMX512 control. Direct input of DMX512 signal allows the units to be controlled from any DMX512 controller. This product can be operated as a single unit or in multiple units for large applications.

1.2 Product Features

* **Optical system:** 1-256 grades electric adjustable, mini within 100ms

***Strobe:**

Adjustable speed
same step strobe
random electric strobe
pulse strobe

* **Working mode:**
Standard DMX512 signal (3, 4, 5, 6, 10 channels - 8 modes)
**Intelligent ID addressing separately
**Intelligent ID group addressing
Auto-mode
Master/Salve Mode

***Display panel:** 4-LED digital display DMX address code, test or play auto-programs.

***White balance adjustable**

* **Advanced New Function:**
**Set white balance via software to guarantee same bright color
**Self-check inside temperature of lighting fixture.
**Overheat auto-protection.

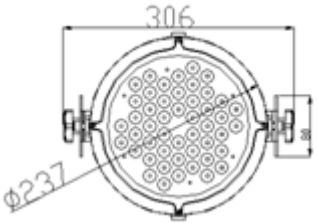
* **Auto-mode:**
**8 preset color change scenes

1.3 Technical Specifications

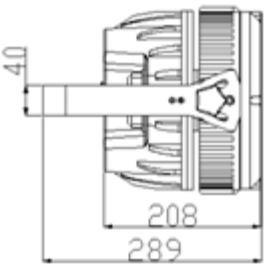
Voltage: AC90-259v, 50/60Hz
AC230V--0.7A, AC115V—1.4A
IP rating: IP67
Power: 158W
Light Source: 48*3W LED lamp
Red 12pcs, Green 12pcs, Blue 12pcs, Cool White 12pcs
LED Lifespan: around 30,000 ~ 50,000 hours
(Rated by LED lamp factory)
Beam angle: 25°（Optional 15º、30°、45º）
Case: Die-casting aluminum
Net Weight：8.98Kg
Size: 289 x 237 x 306mm

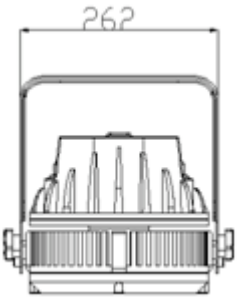
1.4 Dimension

Front



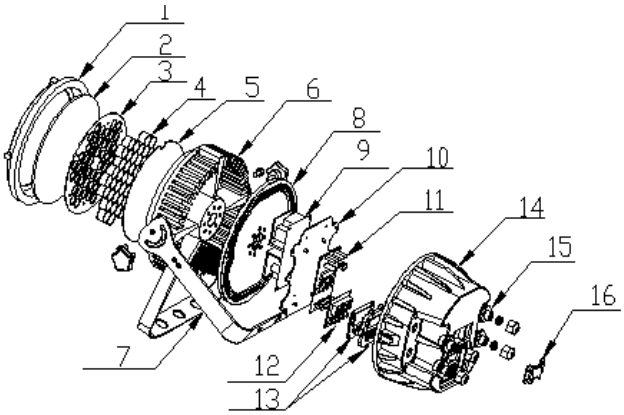
Side





1.5 Exploded View

1.6

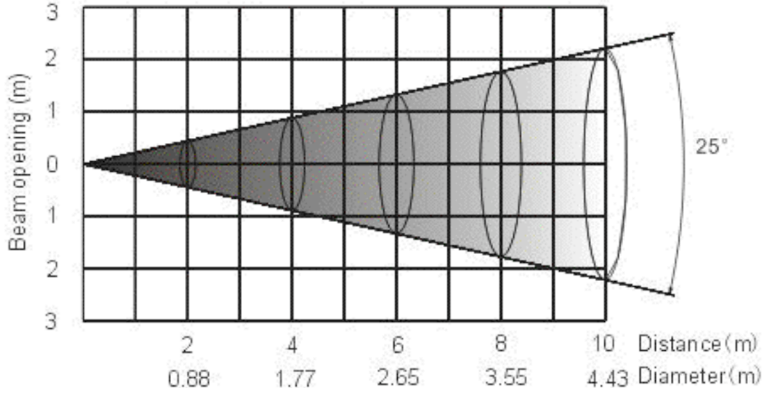


NO.	ITEM
1	Front Cover
2	Waterproof PVC lens
3	LED lens board
4	Lens
5	LED lamp board
6	Cooling aluminium system for light head
7	Bracket
8	Joint part for light head & set

NO.	ITEM
9	Power supply
10	Power supply stand
11	Main driving PCB
12	Display PCB
13	Waterproof system for display PCB
14	Waterproof cover for electric parts
15	Waterproof end cover of cables
16	Safety chain fix parts

Photometric Data

Red	2020	1080	600	350	180
Green	2300	1160	690	370	200
Blue	970	500	230	130	60
CW	1980	980	590	320	170
RGB+CW	5950	2920	1480	760	327



1.7 IMPORTANT:

ALWAYS READ THE USER MANUAL BEFORE OPERATION.
PLEASE CONFIRM THAT THE POWER SUPPLY STATED ON THE PRODUCT IS THE SAME AS THE MAINS POWER SUPPLY IN YOUR AREA.

_ This product must be installed by a qualified professional.
_ Always operate the equipment as described in the user manual.
_ A minimum distance of 0.5m must be maintained between the equipment and combustible surface.
_ The product must always be placed in a well ventilated area.
_ Always make sure that the equipment is installed securely.
_ DO NOT stand close to the equipment and stare directly into the LED light source.
_ Always disconnect the power supply before attempting and maintenance.
_ Always make sure that the supporting structure is solid and can support the combined weight of the products.
_ The earth wire must always be connected to the ground.
_ Do not touch the power cables if your hands are wet.

ATTENTION:

_ This product left the place of manufacture in perfect condition. In order to maintain this condition and for safe operation, the user must always follow the instructions and safety warnings described in this user manual.
_ Avoid shaking or strong impacts to any part of the equipment.
_ Make sure that al parts of the equipment are kept clean and free of dust.
_ Always make sure that the power connections are connected correct and secure.
_ If there is any malfunction of the equipment, contact your distributor immediately.
_ When transferring the product, it is advisable to use the original packaging in which the product left the factory.
_ Shields, lenses or ultraviolet screens shall be changed if they have become damaged to such an extent that their effectiveness is impaired.
_ The lamp (LED) shall be changed if it has become damaged or thermally deformed.

PART 2 INSTALLATION

2.1 Mounting:

2.1-1 Hanging

The Color Stainer XP can be mounted in a hanging position using the supporting bracket. The bracket should be secured to the mounting truss or structure using a standard mounting clamp. Please note that when hanging the unit a safety cable should also be used

.

2.1-2 Upright

The Color Stainer XP can be mounted in an upright or sitting position using the supporting brackets.

NOTE:

The Color Stainer XP can be mounted at any angle and in any position. It is possible to further adjust the angle of the Color Stainer XP using the two adjustment knobs located on the side of the fixture.

***2.2* SETTING UP WITH A DMX512 CONTROLLER**

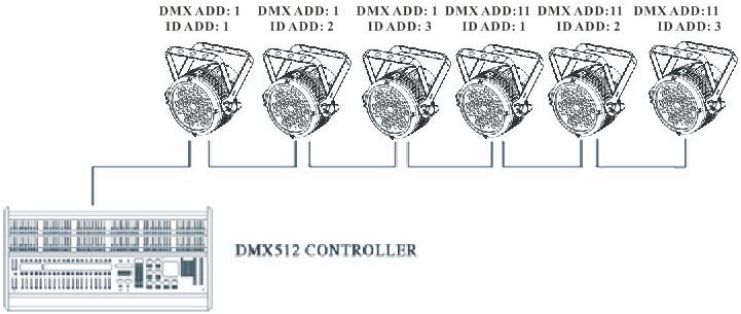
2.2-1 DMX512 ADDRESSING WITHOUT ID ADDRESSING

_ Connect the DMX512 controller to the units in series.
_ When set 10 dmx channel mode, each unit will has 10 DMX channels so the DMX Addresses should increase by increments of 10 (e.g. 1,11,21,31...)
_ The ID address has not been set so therefore when using the controller CH10 must be inactive (CH10=0).
_ Each DMX Address may be used as many times as required.
_ Any DMX address in the range from 001 to 511 may be used.

2.2-2 DMX512 ADDRESSING WITH ID ADDRESS

_ Connect the DMX512 controller to the units in series
_ When set 10 dmx channel mode, each unit will has 10 DMX channels so the DMX Addresses should increase by increments of 10 (e.g. 1,11,21,31...)
_ Each DMX Address may be used as many times as required.
_ Any DMX address in the range from 001 to 511 may be used.
_ Each DMX address may carry up to 50 separate ID addresses.
ID should be set in the menu on each unit in ascending values (i.e. 1, 2, 3...)
_ ID addresses are accessible from Ch10 on the DMX512 controller at 10 channel dmx mode.

Example:



The figure above shows a simple DMX layout which has used three units at each DMX address. The three units have different ID addresses which allows the user to collectively control the whole group of units at that DMX address by settingCH10 to 0, or to control each unit independently by first selecting the DMX address and then by using CH10 to select the target ID address。

2.2-3 DMX Channel instruction

Mode /Channel	Function & Effect	DMX Value
DMX Mode 1- STAG MODE		
CH1	Dimmer 0~100%	0<==>255
CH2	RED 0~100%	0<==>255
CH3	GREEN 0~100%	0<==>255
CH4	BLUE 0~100%	0<==>255
CH5	Cool White 0~100%	0<==>255
CH6	COLOR MACRO (7 preset color effect)	0<==>5 No function 6<==>40 Red 41<==>76 Green 77<==>112 Blue 113<==>148 Yellow 149<==>184 Cyan 185<==>220 Purple 221<==>225 White
CH7	Strobe speed from slow to fast	0<==>255
CH8	Auto program - 8 programs	0<==>5 No function 6<==>36 Program 1 37<==>68 Program 2 69<==>100 Program 3 101<==>132 Program 4 133<==>164 Program 5 165<==>196 Program 6 197<==>228 Program 7 229<==>255 Program 8
CH9	Program Fade in/out time Program run speed	0<==>128 129<==>255
CH10	ID ADDR 0-51 Group	0<==>255

DMX Mode 2- ARC MODE		
CH1	RED 0~100%	0<==>255
CH2	GREEN 0~100%	0<==>255
CH3	BLUE 0~100%	0<==>255
DMX Mode 3 - ARC2 MODE		
CH1	RED 0~100%	0<==>255
CH2	GREEN 0~100%	0<==>255
CH3	BLUE 0~100%	0<==>255
CH4	White 0-100%	0<==>255
DMX Mode 4 - ARCD MODE		
CH1	Dimmer 0~100%	0<==>255
CH2	RED 0~100%	0<==>255
CH3	GREEN 0~100%	0<==>255
CH4	BLUE 0~100%	0<==>255
DMX Mode 5 - AR2D MODE		
CH1	Dimmer 0~100%	0<==>255
CH2	RED 0~100%	0<==>255
CH3	GREEN 0~100%	0<==>255
CH4	BLUE 0~100%	0<==>255
CH5	Cool White 0~100%	0<==>255
DMX Mode 6 - ARCS MODE		
CH1	Dimmer 0~100%	0<==>255
CH2	RED 0~100%	0<==>255
CH3	GREEN 0~100%	0<==>255
CH4	BLUE 0~100%	0<==>255
CH5	STROBE 0-100%	0<==>255
DMX Mode 7 - AR2S MODE		
CH1	Dimmer 0~100%	0<==>255
CH2	RED 0~100%	0<==>255
CH3	GREEN 0~100%	0<==>255

CH4	BLUE 0~100%	0<==>255
CH5	Cool White 0~100%	0<==>255
CH6	STROBE 0-100%	0<==>255
DMX Mode 8 - HSV MODE		
CH1	HUE - 256 colors	0<==>255
CH2	SATURATION 0-100%	0<==>255
CH3	VALUE 0-100%	0<==>255

2.2-4 Special construction for DMX connection.

_ At last fixture, the DMX cable has to be terminated with a terminator to reduce signal errors. Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture.

_ If the controller is 5-pin output, it's necessary to use an adaptor to transfer signal from 5-pin output to 3-pin XLR-plug or you can connect cables as following:

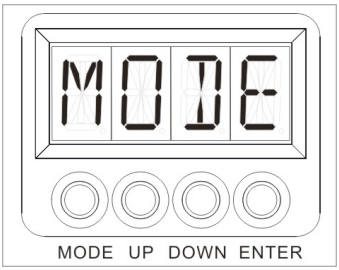
3-pin XLR Pin 1 – 5-pin XLR Pin 1 GND
3-pin XLR Pin 2 – 5-pin XLR Pin 2 Negative signal (-)
3-Pin XLR Pin 3 – 5-pin XLR Pin 3 Positive signal (+)
5-pin XLR Pin4 & Pin 5 not used

2.3 Master/Slave Operation.

Color Stainer XP can be linked 10pcs together to work in Master/Salve mode without any console. The 1st machine will be set as Master and others will work as Salve unit at same effect.

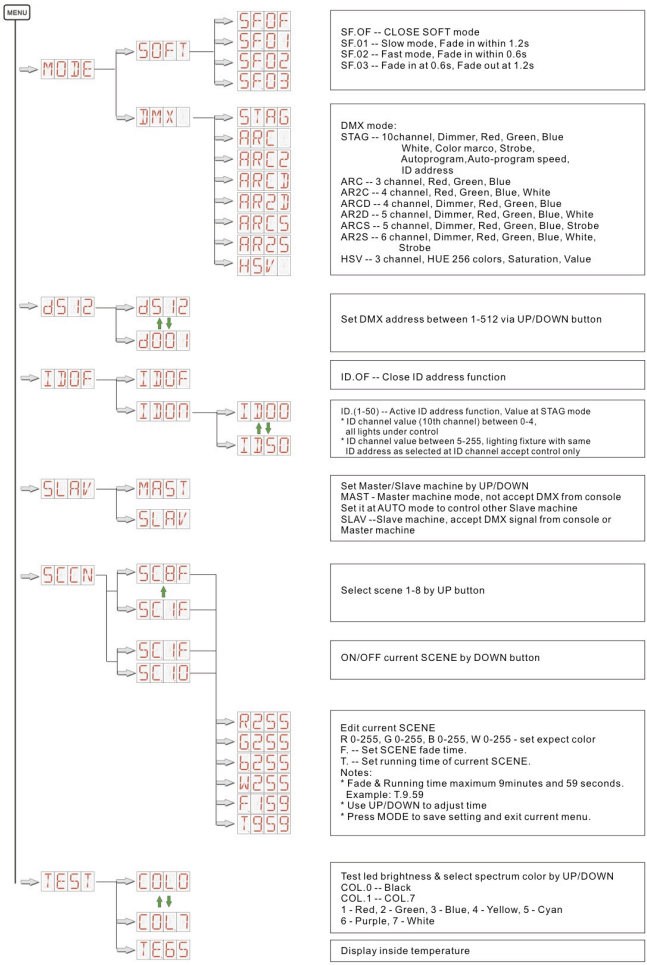
PART 3 LED Display Panel Operation

3.1 Basic instruction:

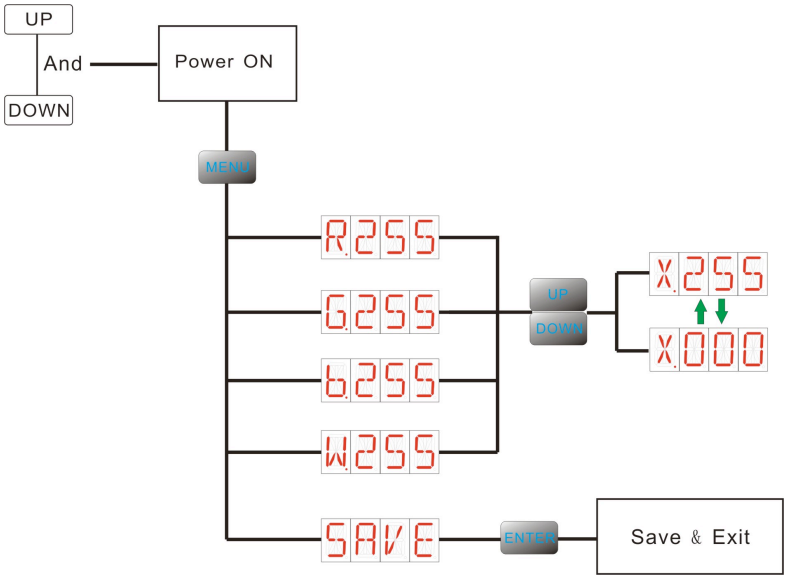


MENU -- menu selection or return to previous menu
UP -- Press UP through the menu list to increase/change the value of the current function
DOWN -- Press DOWN through the menu list to decrease/change the value of the current function
ENTER -- Confirm & Quit out current function setting

3.2 Display operation menu tree


MENU
MODE
SOFT
SF.OF
SF.01
SF.02
SF.03
DMX
STAG
ARC
AR2C
ARCD
AR2D
ARCS
AR2S
HSV
SF.OF -- CLOSE SOFT mode
SF.01 -- Slow mode, Fade in within 1.2s
SF.02 -- Fast mode, Fade in within 0.6s
SF.03 -- Fade in at 0.6s, Fade out at 1.2s
DMX mode:
STAG -- 10channel, Dimmer, Red, Green, Blue
White, Color marco, Strobe,
Autoprogram,Auto-program speed,
ID address
ARC -- 3 channel, Red, Green, Blue
AR2C -- 4 channel, Red, Green, Blue, White
ARCD -- 4 channel, Dimmer, Red, Green, Blue
AR2D -- 5 channel, Dimmer, Red, Green, Blue, White
ARCS -- 5 channel, Dimmer, Red, Green, Blue, Strobe
AR2S -- 6 channel, Dimmer, Red, Green, Blue, White,
Strobe
HSV -- 3 channel, HUE 256 colors, Saturation, Value
dS.12
d001
Set DMX address between 1-512 via UP/DOWN button
ID.OF
ID.ON
ID.00
ID.50
ID.OF -- Close ID address function
ID.(1-50) -- Active ID address function, Value at STAG mode
* ID channel value (10th channel) between 0-4,
all lights under control
* ID channel value between 5-255, lighting fixture with same
ID address as selected at ID channel accept control only
SLAV
MAST
SLAV
Set Master/Slave machine by UP/DOWN
MAST - Master machine mode, not accept DMX from console
Set it at AUTO mode to control other Slave machine
SLAV --Slave machine, accept DMX signal from console or
Master machine
SCEN
SC.8F
SC.1F
SC.1F
SC.10
R255
G255
b255
W255
F.159
T959
Select scene 1-8 by UP button
ON/OFF current SCENE by DOWN button
Edit current SCENE
R 0-255, G 0-255, B 0-255, W 0-255 - set expect color
F. -- Set SCENE fade time.
T. -- Set running time of current SCENE.
Notes:
* Fade & Running time maximum 9minutes and 59 seconds.
Example: T.9.59
* Use UP/DOWN to adjust time
* Press MODE to save setting and exit current menu.
TEST
COL.0
COL.7
TEGS
Test led brightness & select spectrum color by UP/DOWN
COL.0 -- Black
COL.1 -- COL.7
1 - Red, 2 - Green, 3 - Blue, 4 - Yellow, 5 - Cyan
6 - Purple, 7 - White
Display inside temperature

3.3 White Balance fine-adjustment instruction



Part 4, Troubleshooting

4.1 Troubleshooting list for some common electrical problems may happen during use:

Phenomenon	Solution
* The fixture does not work * No light out * No Display	* Check main power fuse & power cable connection * Measure main voltage on the main connector
* The fixture does not work * No display	* Check connection of display PCB * Replace a new display
No responding to DMX controller	* Check working mode setting on display is DMX mode or not * Check whether the unit be set as SLAVE * Check DMX address settings * Check DMX cable and it's connection * Try to use another DMX console
Signal error while use DMX	* Check whether DMX cables be connected well or not * Check whether the DMX cable has to be terminated with a terminator to reduce signal errors. If not, please Solder a 120-ohm 1/4W resistor between pin 2(DMX-) and pin 3(DMX+) into a 3-pin XLR-plug and plug it in the DMX-output of the last fixture

4.2 Checking steps about why LED lamp not light

(Example: Red led lamp not light)

Step 1: Disassemble lighting fixture and use multi-meter to measure input voltage between R+/ R- on main PCB. There should have DC48V.

** If there no 48V voltage, please check the electro circuit and parts such as CQ12, R39, R37, Q3 and etc.

** If there have 48V voltage, please go to step 2.

Step 2: Check voltage between R+ and R- on LED lamp PCB and it should be 48V.

** If there has voltage, but LED lamp not work, the reason may be LED lamp short circuit or burnt. Use a metal cable connect the two points which be marked with correspondent color such as R+, R-, G+, G-, B+, B- to check whether it is short circuit one by one

** If there is no voltage, that's mean the connection cable between lamp PCB and main PCB is short circuit and just need to replace that connection cable.

** If there has voltage and no LED lamp burnt, the problem might be some LED lamps on LED PCB not be welded well. Check every led lamp and use a solder to re-weld those not be welded led lamps.

Part 5, Maintenance

The cleaning of internal must be carried out periodically to optimize light output. Cleaning frequency depends on the environment in which the fixture operates: damp, smoky or particularly dirty surrounding can cause greater accumulation of dirt on the fixture's optics.

_ Clean with soft cloth using normal glass cleaning fluid.

_ Always dry the parts carefully.

_ Clean the external optics at least every 20 days.

_Clean the internal optics at least every 30/60 days – Up to vary products. Please ask professional technical to clean waterproof products and make sure the fixture will be reassembled well for waterproof